Claims

1. Method for coding impulse responses of audio signals, wherein said impulse responses allow the reproduction of sound signals corresponding to a certain room characteristic, comprising:

generating an impulse response of a room for a sound source; and

inserting parameters representing said generated impulse response into multiple successive control parameter fields (15, 16, 17, 18); wherein a first control parameter field (15) contains information about the number and content of the following control parameter fields.

2. Method according to claim 1, wherein the sound signals are encoded using the MPEG 4 standard and the room impulse response is transmitted via the Structured Audio interface in the PROTO mechanism using multiple successive field updates for the params[128]-field.

3. Method according to claim 1 or 2, wherein a scalable transmission of the room impulse responses is enabled.

4. Method according to claim 3, wherein in a broadcast mode short versions of room impulse responses are frequently transmitted and a long sequence is less frequently transmitted.

5. Method according to claim 3, wherein in an interleaved mode a first part of the room impulse responses is frequently transmitted and the later part of the room impulse responses is less frequently transmitted.

6. Method for decoding impulse responses of audio signals, wherein said impulse responses allow the reproduction

of sound signals corresponding to a certain room char-
acteristic, comprising:

separating parameters representing an impulse re-
sponse from multiple successive control parameter
fields, wherein a first control parameter field contains
information about the number and content of the follow-
ing control parameter fields;

storing the separated parameters in an additional
memory of a node; and

using said stored parameters for the calculation of
the room characteristic.

7. Method according to claim 6, wherein the sound signals
are decoded using the MPEG 4 standard and the room im-
pulse response is received via the Structured Audio in-
terface in the PROTO mechanism using multiple succes-
sive field updates for the params[128]-field.

8. Method according to claim 6 or 7, wherein the room im-
pulse responses are received following a scalable
transmission of said room impulse responses.

9. Method according to claim 8, wherein in a broadcast
mode short versions of room impulse responses are fre-
quently received and a long sequence is less frequently
received.

10. Method according to claim 8, wherein in an inter-
leaved mode a first part of the room impulse responses
is frequently received and the later part of the room
impulse responses is less frequently received.

11. Apparatus for performing a method according to any
of the preceding claims.